

CLAIMS

1. A game console, comprising:

a memory;

a processor coupled to the memory; and

a console application stored in memory and executable on the processor,

wherein the console application is configured to:

create a soundtrack containing a plurality of audio tracks,

associate, with each of the plurality of audio tracks, an identifier of
an audio source from which the audio track is obtained,

subsequently use, for at least one of the plurality of audio tracks, the
identifier associated with the audio track to retrieve a title for the audio
track, and

present the title for the audio track as part of the soundtrack.

2. A game console as recited in claim 1, wherein the memory comprises
a hard disk drive.

3. A game console as recited in claim 1, wherein the console application
is further configured to play soundtracks through the game console.

4. A game console as recited in claim 1, wherein the console application
retrieves audio tracks from an audio CD in the game console.

1 **5.** A game console as recited in claim 1, wherein the console application
2 retrieves audio tracks from an audio DVD in the game console.

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4 **6.** A game console as recited in claim 1, wherein the console application
5 retrieves audio tracks from a game disc in the game console.

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7 **7.** A game console as recited in claim 1, wherein the console application
8 retrieves audio tracks from an online source coupled to the game console.

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10 **8.** A game console as recited in claim 1, wherein the console application
11 stores the soundtrack in the memory.

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13 **9.** A game console as recited in claim 1, wherein the console application
14 stores the soundtrack in the memory as a WMA file.

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16 **10.** A game console as recited in claim 1, wherein the console
17 application retrieves audio tracks from a plurality of audio sources.

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19 **11.** A game console as recited in claim 1, wherein the console
20 application is further configured to associate the soundtrack with a particular game
21 such that the soundtrack is played when the particular game is launched.

1 **12.** A game console as recited in claim 1, wherein the console
2 application is further configured to associate the soundtrack with a particular user
3 of the game console.

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5 **13.** A game console as recited in claim 1, wherein the console
6 application is further configured to display a listing of all soundtracks available for
7 playback by the game console.

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9 **14.** A method, implemented in a game console, the method comprising:
10 obtaining an audio track from an audio source;
11 saving the audio track so that a copy of the audio track is available when
12 the audio source is no longer accessible to the game console, wherein the audio
13 track is at least part of a user-created soundtrack;
14 saving an identifier of the audio source; and
15 when a database containing meta data associated with the audio track is
16 available, obtaining the meta data associated with the audio track from the
17 database and storing the meta data associated with the audio track, wherein the
18 meta data is obtained based at least in part on the identifier saved on the storage
19 device.

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21 **15.** A method as recited in claim 14, wherein:
22 saving the audio track comprises saving the audio track on a storage device
23 of the game console;
24 saving the identifier comprises saving the identifier on the storage device;
25 and

1 saving the meta data comprises storing the meta data on the storage device.

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3 **16.** A method as recited in claim 15, wherein the storage device
4 comprises an internal hard disk drive of the game console.

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6 **17.** A method as recited in claim 15, wherein the database is stored on
7 the storage device.

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9 **18.** A method as recited in claim 14, further comprising:
10 saving an indicator of the audio track; and
11 wherein the meta data is obtained based at least in part on both the saved
12 identifier and the saved indicator on the storage device.

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14 **19.** A method as recited in claim 14, wherein the audio source
15 comprises an audio CD.

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17 **20.** A method as recited in claim 14, wherein the audio source
18 comprises an audio DVD.

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20 **21.** A method as recited in claim 14, wherein the identifier of the audio
21 source comprises table of contents (TOC) information for the audio source.

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1 **22.** A method as recited in claim 14, wherein at least a portion of the
2 database is stored on a removable media readable by a media drive of the game
3 console.

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5 **23.** A method as recited in claim 22, wherein the removable media
6 comprises an optical disc.

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8 **24.** A computer-readable medium for a game console comprising
9 computer-executable instructions that, when executed, direct the game console to:

10 obtain an audio track from an audio source;
11 save the audio track so that a copy of the audio track is available when the
12 audio source is no longer accessible to the game console, wherein the audio track
13 is at least part of a user-selected soundtrack;

14 save an identifier of the audio source; and

15 when a database containing meta data associated with the audio track is
16 available, obtain the meta data associated with the audio track from the database
17 and store the meta data associated with the audio track, wherein the meta data is
18 obtained based at least in part on the identifier saved on the storage device.

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20 **25.** A computer-readable medium as recited in claim 24, wherein:

21 the instructions that direct the game console to save the audio track direct
22 the game console to save the audio track on a storage device of the game console;

23 the instructions that direct the game console to save the identifier direct the
24 game console to save the identifier on the storage device; and
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1 the instructions that direct the game console to store the meta data direct the
2 game console to store the meta data on the storage device.

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4 **26.** A computer-readable medium as recited in claim 25, wherein the
5 storage device comprises an internal hard disk drive of the game console.

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7 **27.** A computer-readable medium as recited in claim 25, wherein the
8 database is stored on the storage device.

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10 **28.** A computer-readable medium as recited in claim 24, wherein the
11 instructions, when executed, further direct the game console to:

12 save an indicator of the audio track; and

13 wherein the meta data is obtained based at least in part on both the saved
14 identifier and the saved indicator.

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16 **29.** A computer-readable medium as recited in claim 24, wherein the
17 audio source comprises an audio CD.

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19 **30.** A computer-readable medium as recited in claim 24, wherein the
20 audio source comprises an audio DVD.

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22 **31.** A computer-readable medium as recited in claim 24, wherein the
23 identifier of the audio source comprises table of contents (TOC) information for
24 the audio source.

1 **32.** A computer-readable medium as recited in claim 24, wherein at
2 least a portion of the database is stored on a removable media readable by a media
3 drive of the game console.

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5 **33.** A computer-readable medium as recited in claim 32, wherein the
6 removable media comprises an optical disc.

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8 **34.** A method, implemented in a game console, the method comprising:
9 obtaining an audio track from a source;
10 saving the audio track on a storage device of the game console;
11 saving, on the storage device, an identifier of the source;
12 waiting for a future application to be subsequently installed on the game
13 console; and

14 after the future application is installed on the game console, using the saved
15 identifier to obtain meta data associated with the audio track from a database and
16 storing the meta data associated with the audio track on the storage device.

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18 **35.** A method as recited in claim 34, wherein obtaining the meta data
19 comprises obtaining the meta data in response to the future application being
20 installed.

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22 **36.** A method, implemented in a game console, the method comprising:
23 copying an audio track from an audio source to a storage device of the
24 game console, wherein the audio track is at least part of a user-selected
25 soundtrack;

1 using an identifier of the audio source to retrieve meta data associated with
2 the audio track from a database if the database is accessible; and

3 saving the identifier of the audio source on the game console if the database
4 is not accessible.

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6 **37.** A method as recited in claim 36, further comprising using the saved
7 identifier to retrieve the meta data associated with the audio track when the
8 database is subsequently available.

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10 **38.** A method as recited in claim 37, further comprising:
11 saving, on the game console, an indicator of the audio track; and
12 using both the saved identifier and the saved indicator to retrieve the meta
13 data.

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15 **39.** A method as recited in claim 36, wherein the audio source
16 comprises an audio CD.

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18 **40.** A method as recited in claim 36, wherein the audio source
19 comprises an audio DVD.

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21 **41.** A method as recited in claim 36, wherein the storage device
22 comprises an internal hard disk drive of the game console.

1 **42.** A method as recited in claim 36, wherein the identifier of the audio
2 source comprises table of contents (TOC) information for the audio source.

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4 **43.** A method as recited in claim 36, wherein at least a portion of the
5 database is stored on a removable media inserted in the game console.

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7 **44.** A method as recited in claim 43, wherein the removable media
8 comprises an optical disc.

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10 **45.** A computer-readable medium for a game console comprising
11 computer-executable instructions that, when executed, direct the game console to:
12 copy an audio track from an audio source to a storage device of the game
13 console, wherein the audio track is at least part of a user-created soundtrack;
14 use an identifier of the audio source to retrieve meta data associated with
15 the audio track from a database if the database is accessible; and
16 save the identifier of the audio source on the game console if the database is
17 not accessible.

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19 **46.** A computer-readable medium as recited in claim 45, wherein the
20 instructions further direct the game console to use the saved identifier to retrieve
21 the meta data associated with the audio track when the database is subsequently
22 available.

1 **47.** A computer-readable medium as recited in claim 46, wherein the
2 instructions further direct the game console to:

3 save, on the game console, an indicator of the audio track; and
4 use both the saved identifier and the saved indicator to retrieve the meta
5 data.

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7 **48.** A computer-readable medium as recited in claim 45, wherein the
8 audio source comprises an audio CD.

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10 **49.** A computer-readable medium as recited in claim 45, wherein the
11 audio source comprises an audio DVD.

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13 **50.** A computer-readable medium as recited in claim 45, wherein the
14 storage device comprises an internal hard disk drive of the game console.

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16 **51.** A computer-readable medium as recited in claim 45, wherein the
17 identifier of the audio source comprises table of contents (TOC) information for
18 the audio source.

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20 **52.** A computer-readable medium as recited in claim 45, wherein at
21 least a portion of the database is stored on a removable media inserted in the game
22 console.

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53. A computer-readable medium as recited in claim 52, wherein the removable media comprises an optical disc.